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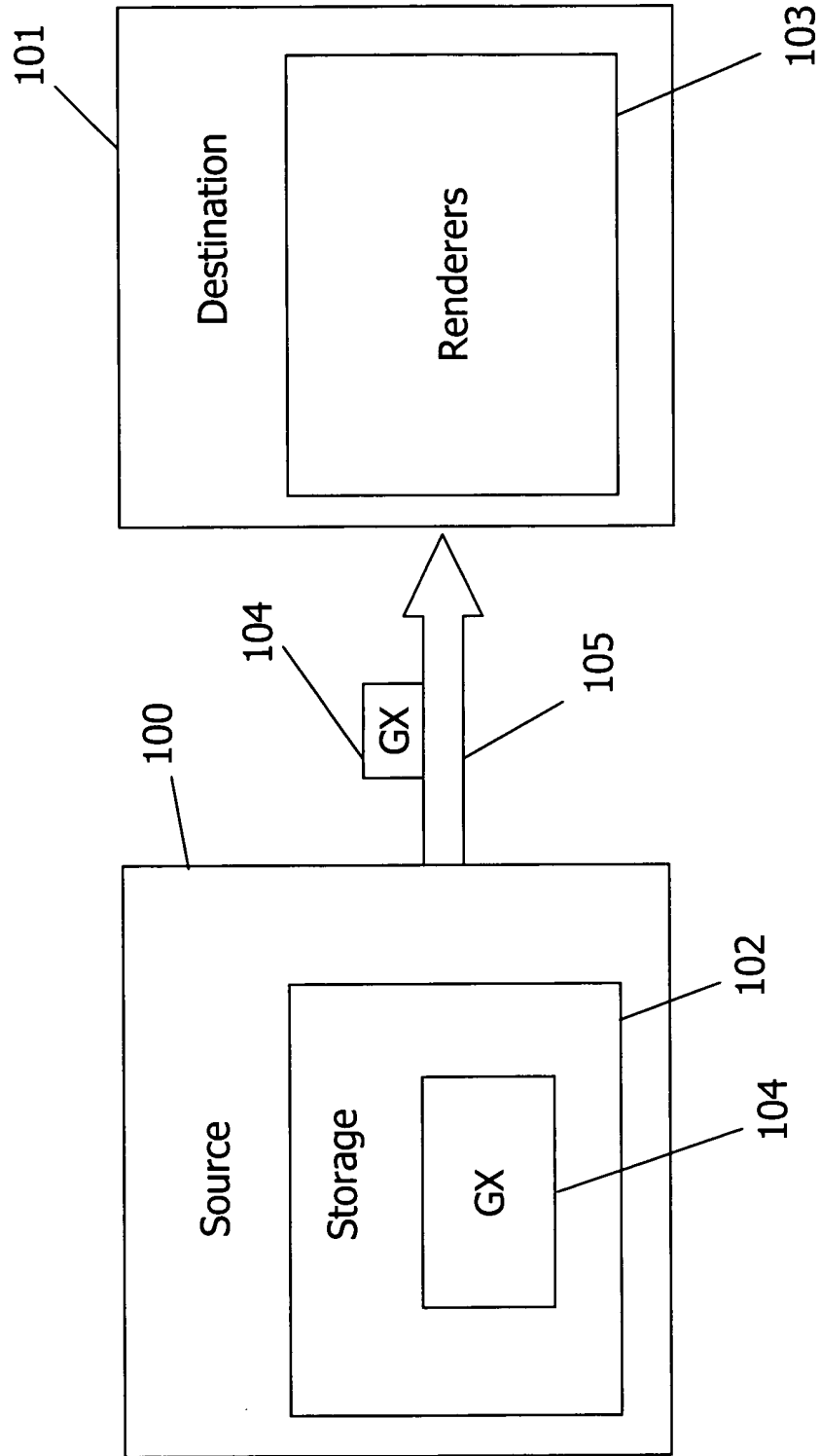
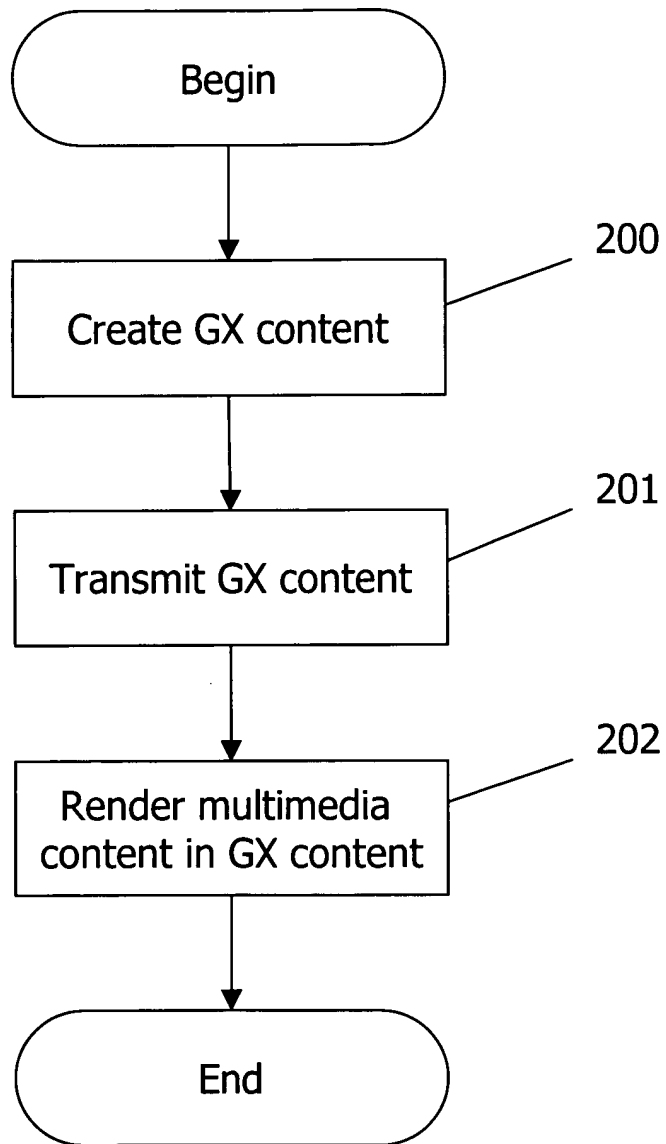
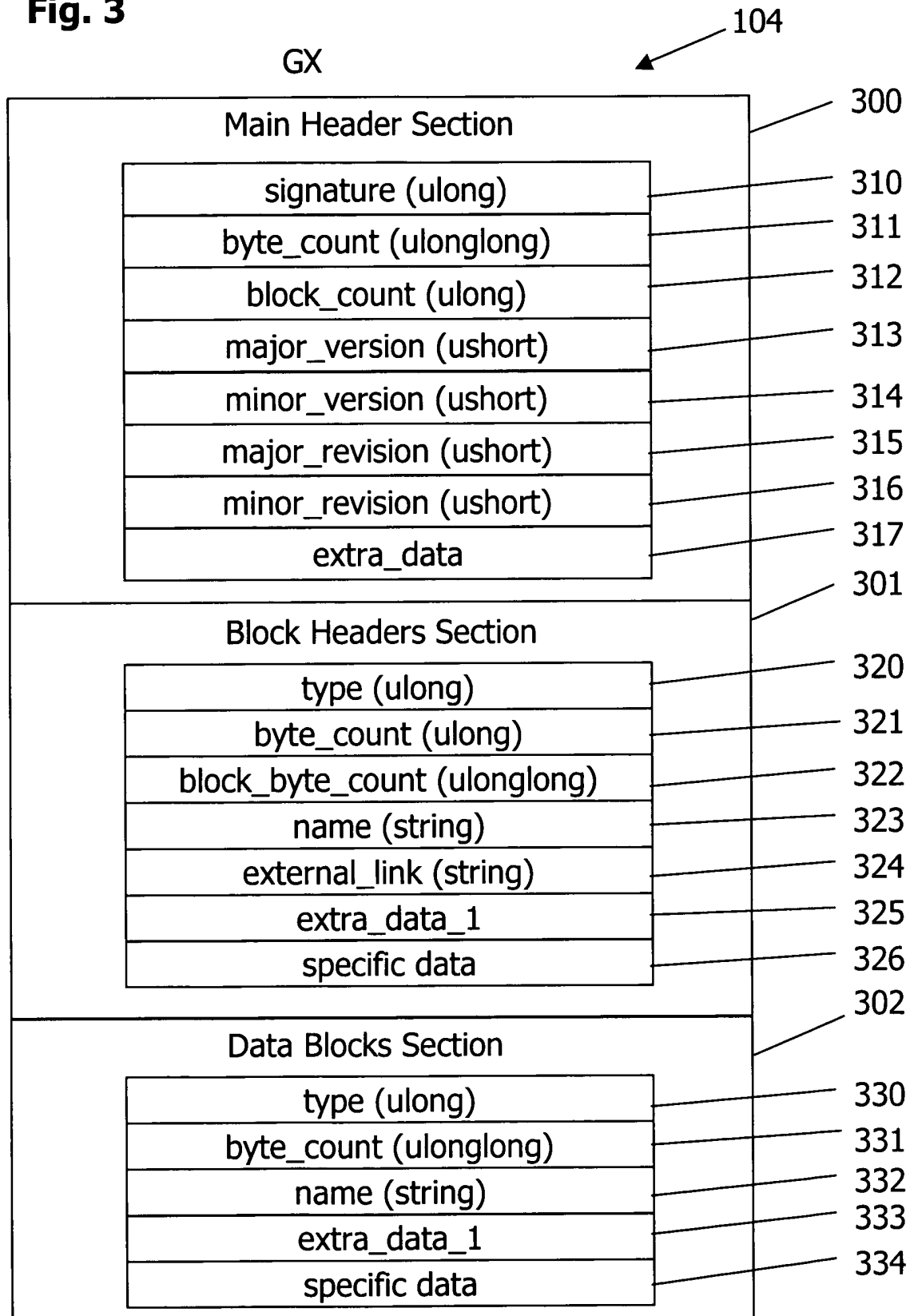


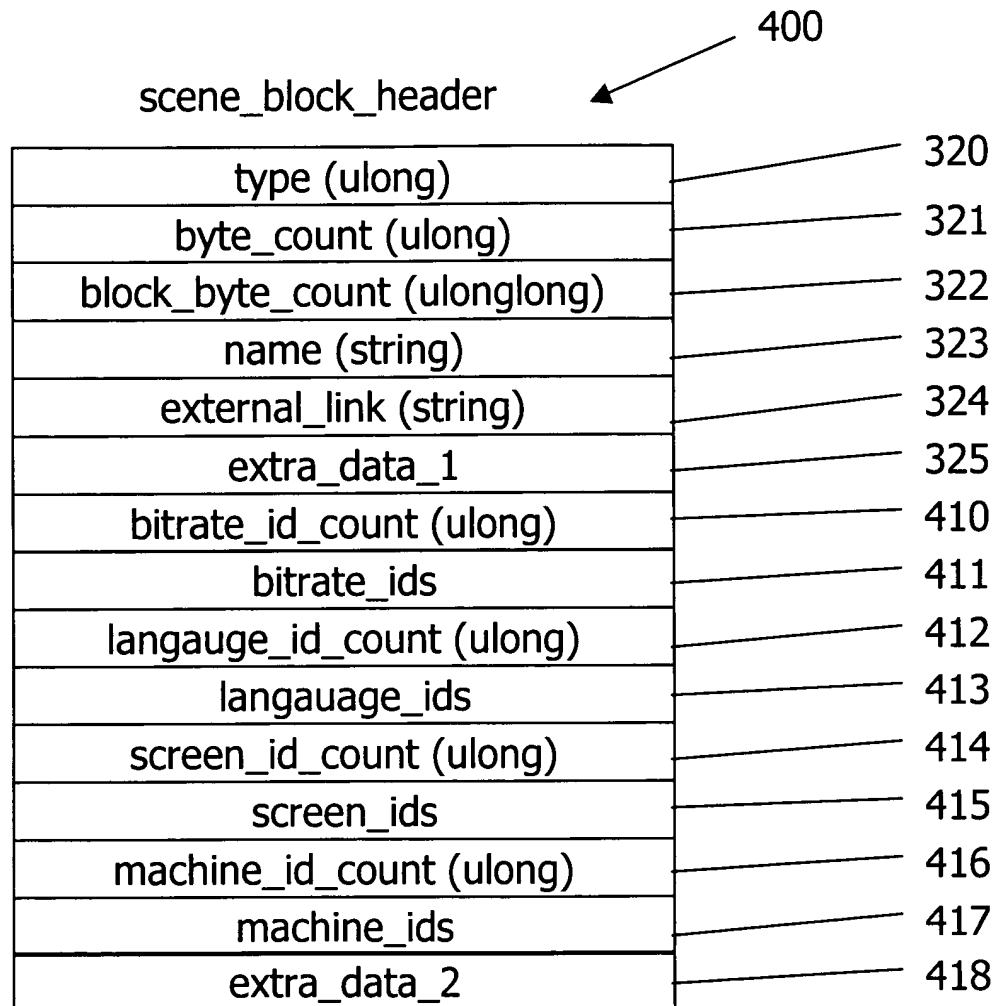
Fig. 1

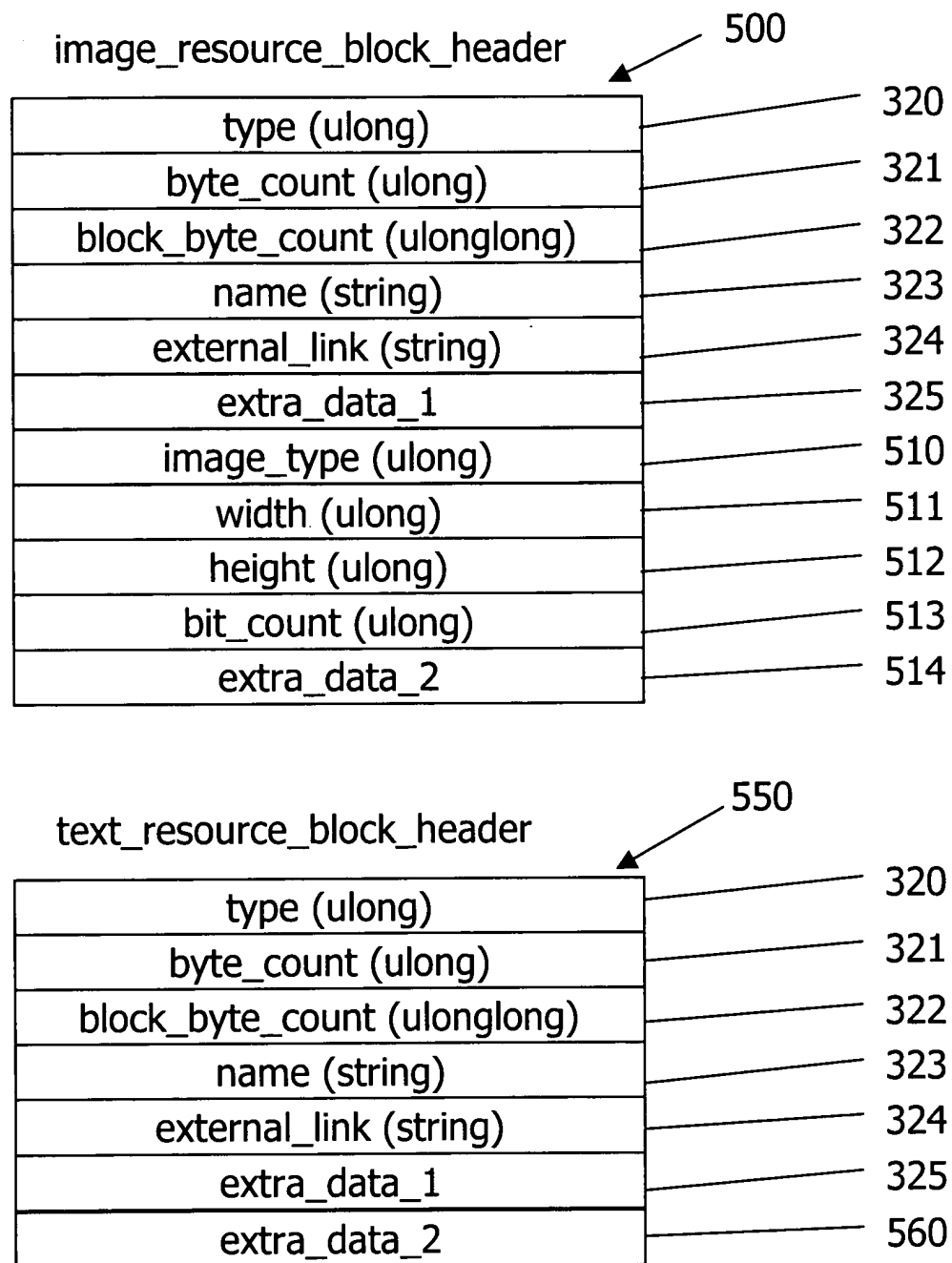
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Fig. 3



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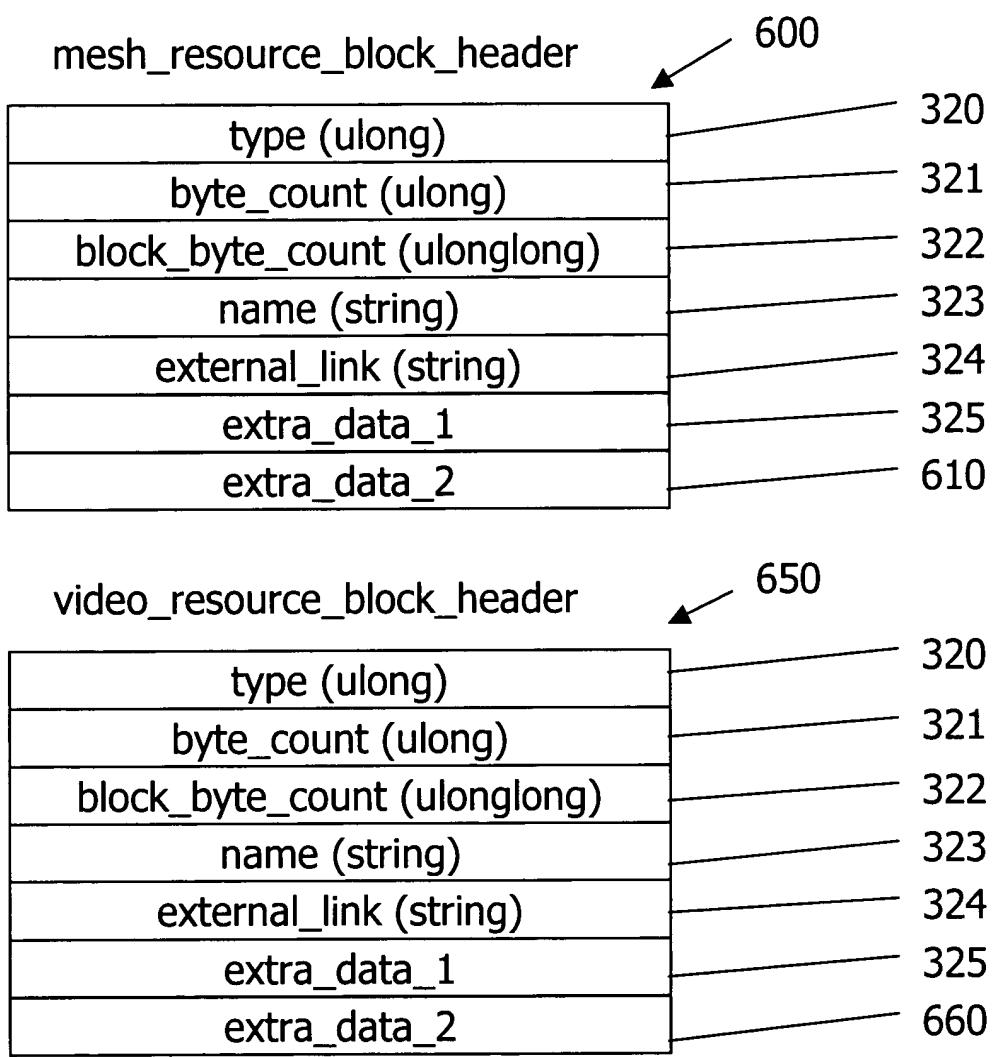


Fig. 6

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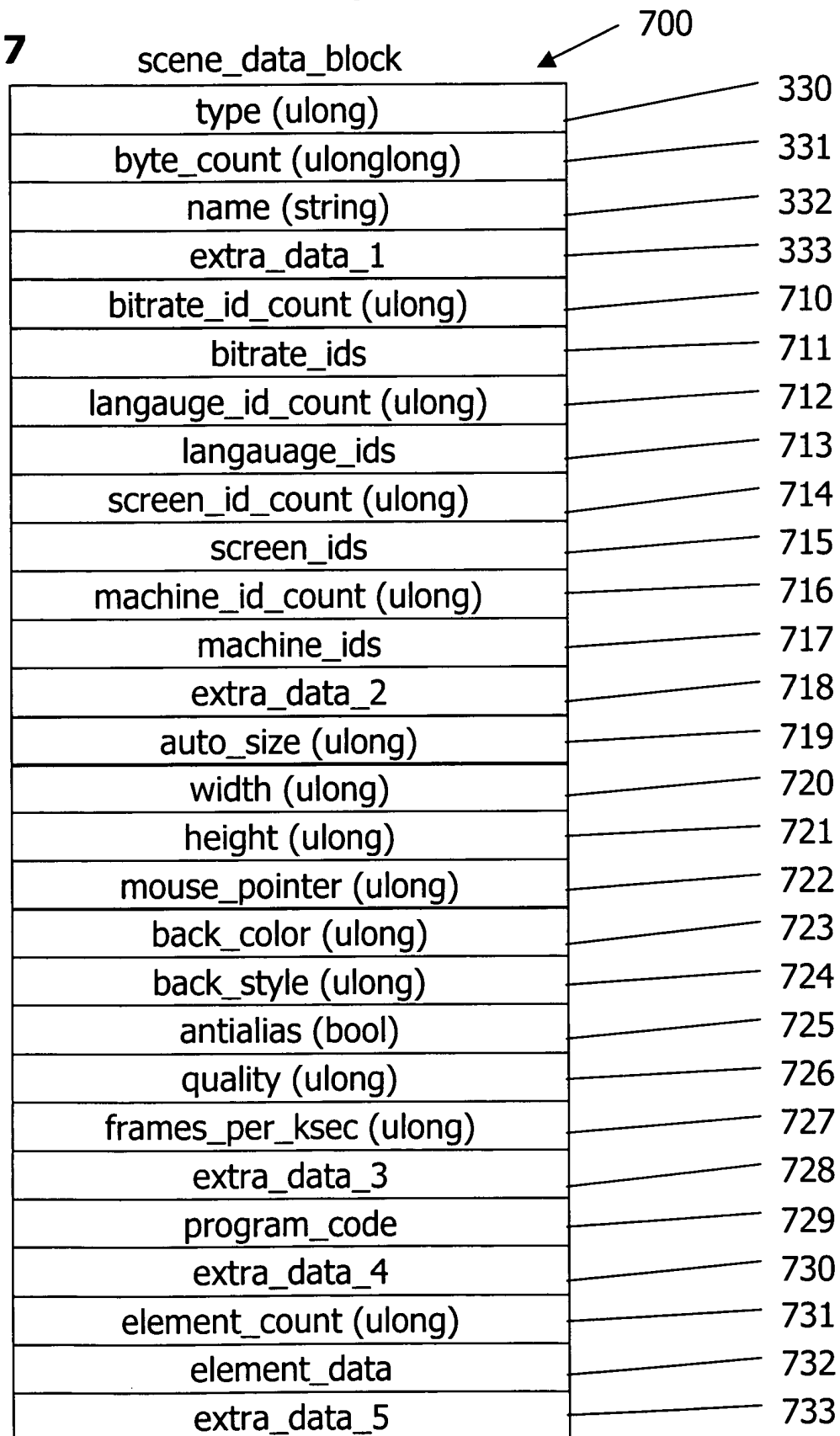
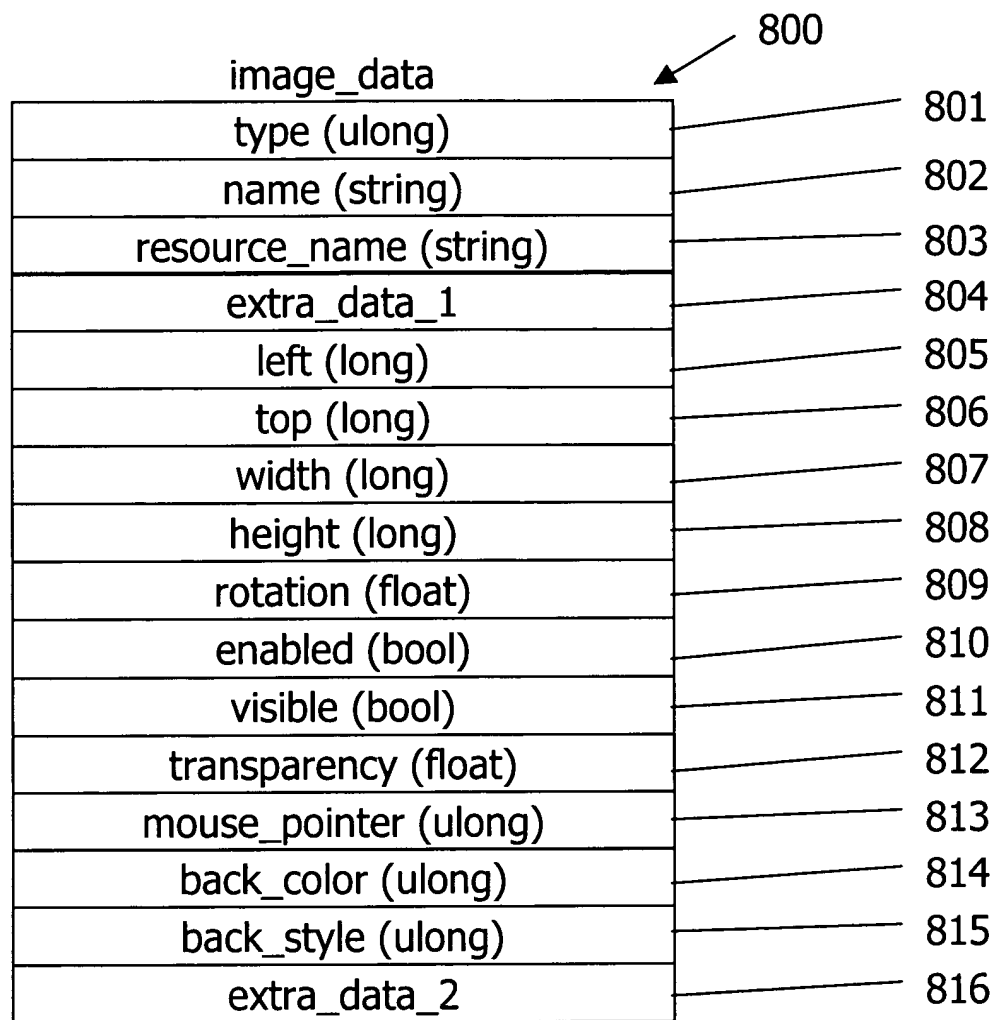
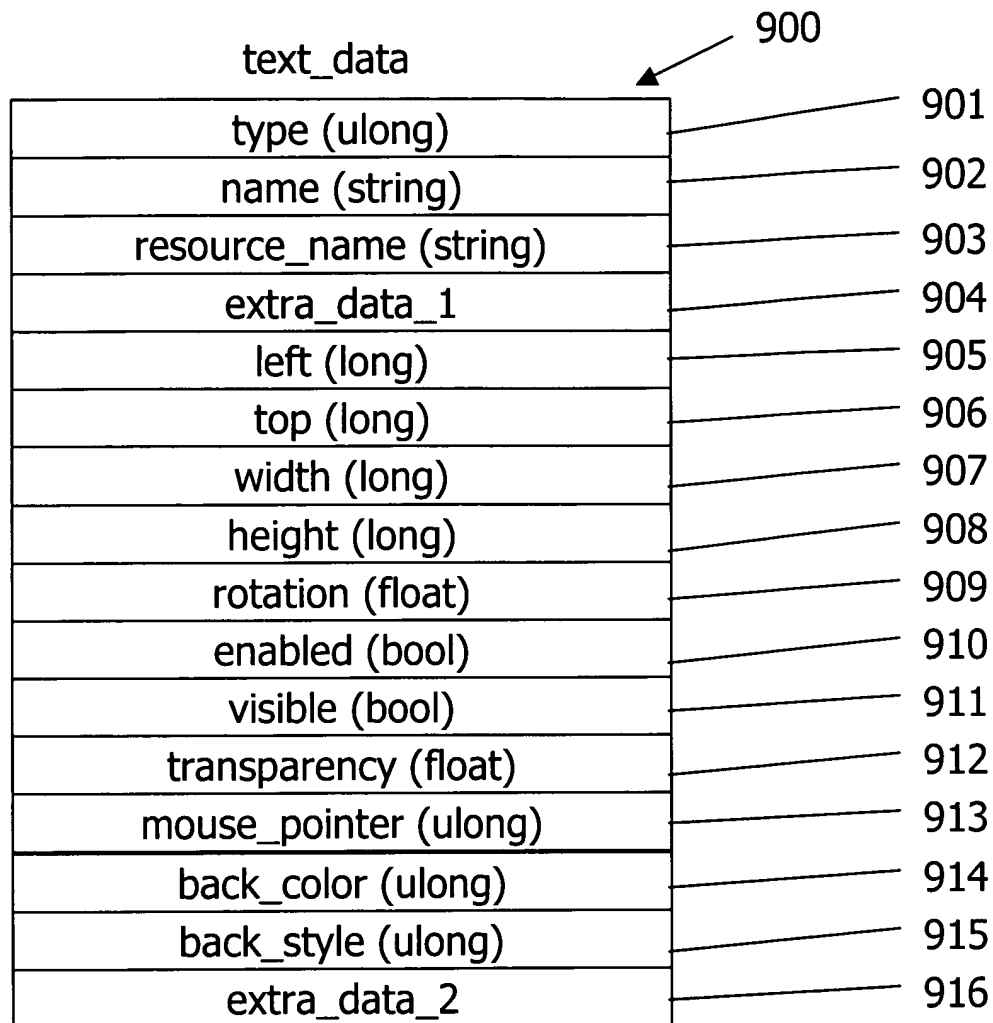
Fig. 7


Diagram illustrating the structure of a `scene_data_block` (labeled 700). The block contains the following fields and their corresponding addresses:

Field Name	Address
<code>type (ulong)</code>	330
<code>byte_count (ulonglong)</code>	331
<code>name (string)</code>	332
<code>extra_data_1</code>	333
<code>bitrate_id_count (ulong)</code>	710
<code>bitrate_ids</code>	711
<code>langauge_id_count (ulong)</code>	712
<code>langauage_ids</code>	713
<code>screen_id_count (ulong)</code>	714
<code>screen_ids</code>	715
<code>machine_id_count (ulong)</code>	716
<code>machine_ids</code>	717
<code>extra_data_2</code>	718
<code>auto_size (ulong)</code>	719
<code>width (ulong)</code>	720
<code>height (ulong)</code>	721
<code>mouse_pointer (ulong)</code>	722
<code>back_color (ulong)</code>	723
<code>back_style (ulong)</code>	724
<code>antialias (bool)</code>	725
<code>quality (ulong)</code>	726
<code>frames_per_ksec (ulong)</code>	727
<code>extra_data_3</code>	728
<code>program_code</code>	729
<code>extra_data_4</code>	730
<code>element_count (ulong)</code>	731
<code>element_data</code>	732
<code>extra_data_5</code>	733

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**Fig. 9**

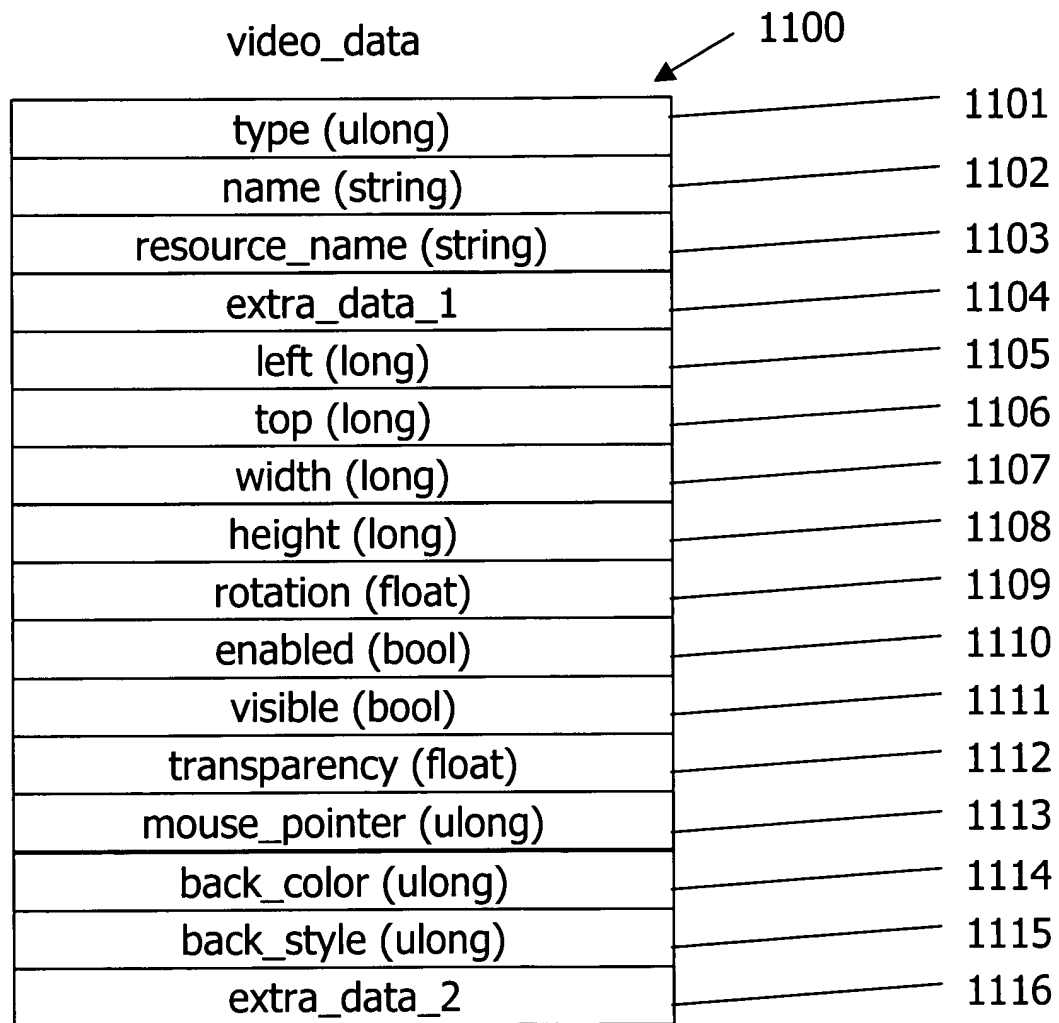
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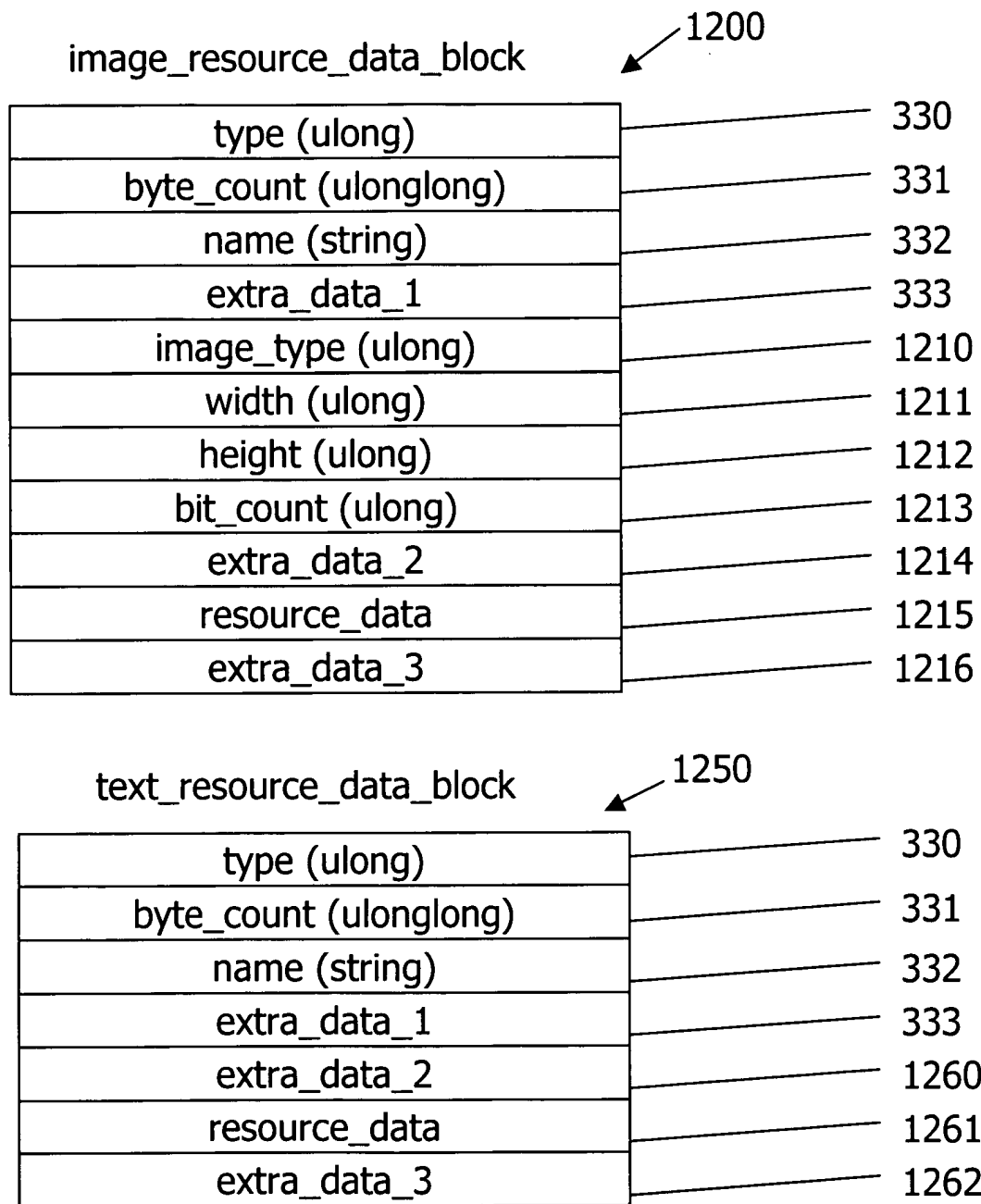
mesh_data

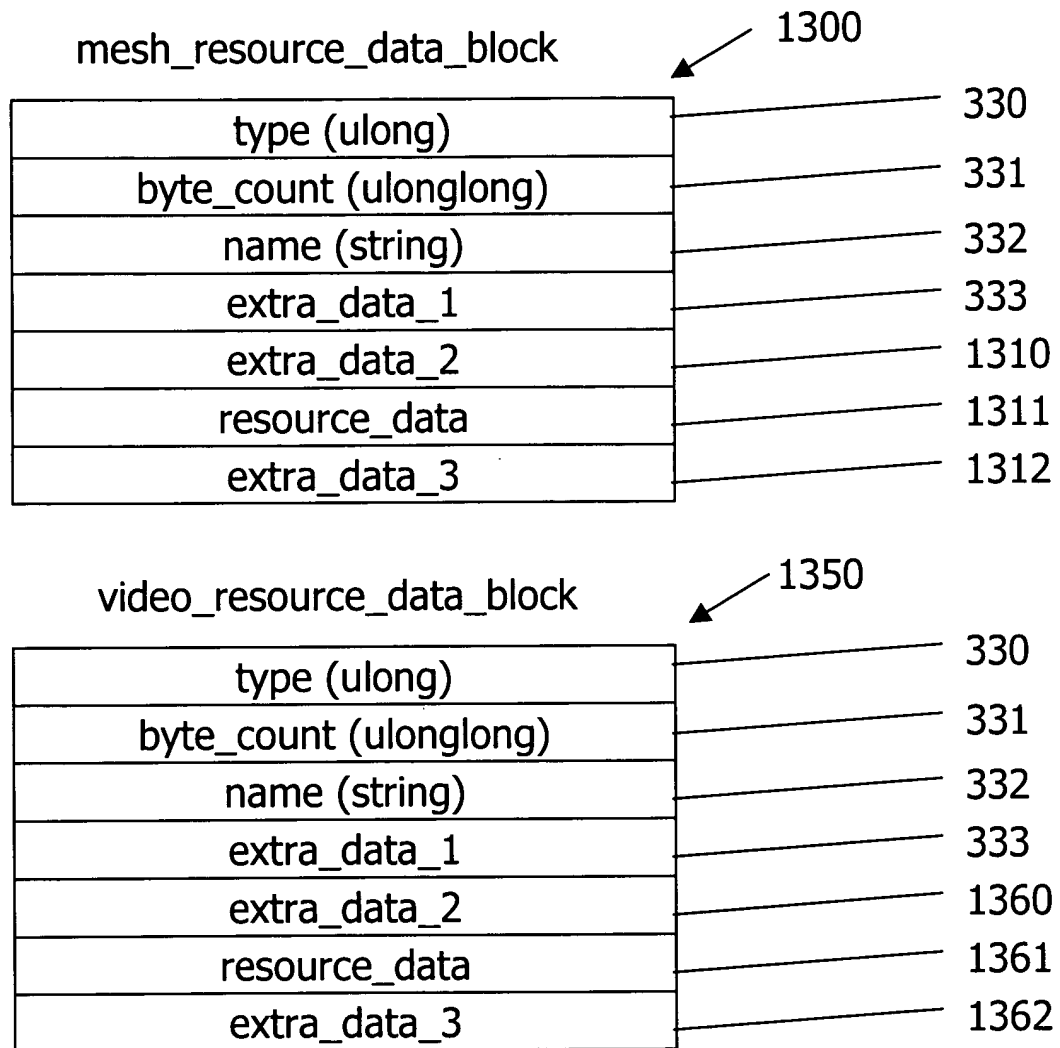
1000

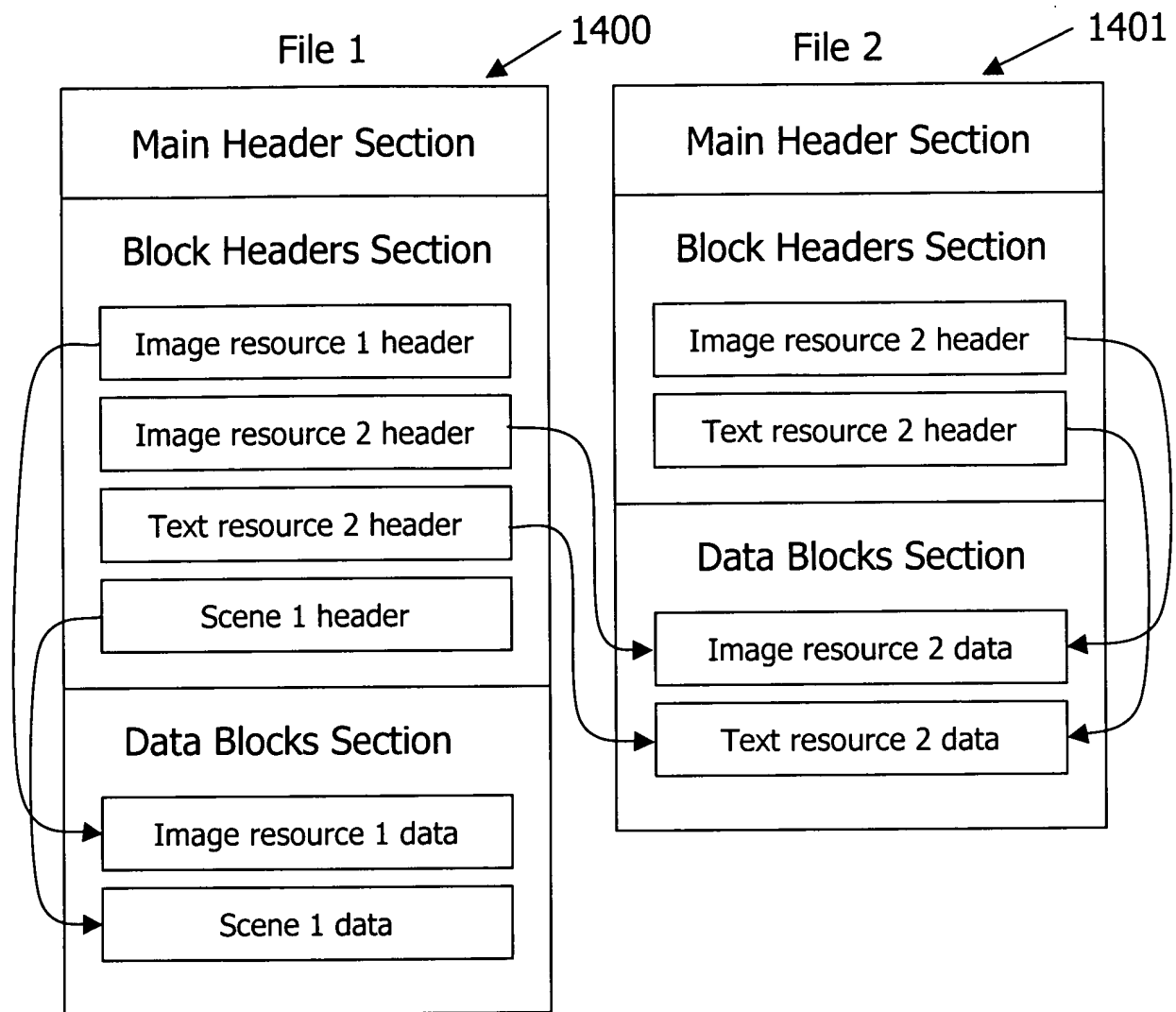
type (ulong)	1001
name (string)	1002
resource_name (string)	1003
extra_data_1	1004
left (long)	1005
top (long)	1006
width (long)	1007
height (long)	1008
rotation (float)	1009
enabled (bool)	1010
visible (bool)	1011
transparency (float)	1012
mouse_pointer (ulong)	1013
back_color (ulong)	1014
back_style (ulong)	1015
extra_data_2	1016

Fig. 10

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